



City of Torrance Community Services Department  
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## 2012 ADULT BASKETBALL RULES (5/1/12)

*The City of Torrance reserves the right to pursue any action deemed necessary to preserve the integrity of the League including: ruling on all conditions and regulations set forth for the League play, interpreting rules when needed and the right to reclassify any/all teams or individuals to a more or less competitive league.*

Rules and conditions for League play shall follow the rules outlined for regular basketball in SCMAF and/or National Federation of State High School Associations (N.F.H.S.) basketball rulebooks. The Torrance Basketball Rules take precedence over the SCMAF and/or N.F.H.S. basketball rulebooks where contradiction(s) exist.

### 1. ELIGIBILITY

- A. The minimum age requirement to participate is 18 years old.
- B. Anyone participating in any league game must have a valid California driver's license or picture I.D. in his/her possession at all times. If at anytime a League Representative (Official, Scorekeeper, etc.) asks a participant for his/her I.D. he/she **MUST** show it to the League Representative immediately. If the participant does not have his/her I.D. with him/her at the time the Representative requests to see it, he/she shall be ineligible for that game. If the game is already in progress, the player shall be considered an illegal player and any/all penalties shall apply.
- C. All program participants **MUST** completely fill out and sign the "Official Roster/Consent Release" form prior to the first game they play in. The team manager must turn in this form to the League Scorekeeper at the game site.
- D. Women are allowed to play in the men's divisions.
- E. Each player must print name (legibly) and sign the yellow score sheet to get credit for game played.

### 2. PLAYER CONDUCT

- A. It is the responsibility of each player to read the Torrance basketball rules contained herein AND in the SCMAF and/or N.F.H.S. rulebook. **Ignorance of the rules will not reduce penalties for rule(s) violations.**
- B. Participants are not allowed to harass, threaten or deride City staff, including game officials. *The use of physical force with the intent to harm any City staff, including game officials, will not be tolerated.* The City of Torrance Adult Sports Protest/Disciplinary Committee will determine all penalties for those in violation of this rule
- C. No one is allowed to drink alcoholic beverages at any City of Torrance parks per City Ordinance 49.2.6.
- D. Penalties for individuals who are in violation of Ordinance 49.2.6 (Consumption of Alcoholic Beverages) and Ordinance 10-15, Section 5-141 (Use of Tobacco products), in the Adult Sports Program will be given a 'team' warning. If a second violation is reported, the team will be removed from the league immediately.
- E. Players and managers must adhere to all City of Torrance Community Services Department Rules.
- F. Any player and/or team involved in fighting or unsportsmanlike conduct during or after a game, will **AUTOMATICALLY** be suspended from the League and will not be allowed to return to the league, or participate in any other Torrance Adult Sports League until given written notice by the City of Torrance Adult Sports Sr. Recreation Supervisor or Recreation Supervisor or their representatives.
- G. If necessary, cases of unsportsmanlike conduct may be referred to a hearing by the City of Torrance Adult Sports Competition/Protest Committee for final determination of penalties. Penalties for unsportsmanlike behavior may include suspension(s) or elimination from the League, depending on the severity of the incident.
- H. Any participant violating a City Ordinance will be subject to discipline procedures, which may include suspension/expulsion.
- I. The League Director may place additional restrictions on any team based on past history at any time during the season.

### 3. MANAGERS' RESPONSIBILITIES

- A. Managers are responsible for:
- B. Paying league fees on/by a designated due date. Teams will not be included in League without payment.
- C. Learning all rules and regulations contained herein AND in the SCMAF and/or N.F.H.S. rulebook AND conveying such information to all players. Knowledge of the SCMAF and/or N.F.H.S. rules and the Torrance league rules is the responsibility of each player. **Ignorance of the rules will not reduce penalties for rules(s) violations.**
- D. Attending the **MANDATORY** managers meeting or sending a representative.

- E. Turning in a legible "Official League Roster" before team's first game. Failure to turn in an official roster will result in forfeit of games each week the roster is still outstanding.
- F. Keeping contact information (**main phone number, email, etc.**) current.
- G. Handling the eligibility of each player and verifying each player's signature on the "Official Roster/Informed Consent and Release" form. Only rostered players will be eligible to participate.
- H. **MAKING SURE THERE IS NO ALCOHOL CONSUMED IN THE GYMS BY ANY PLAYERS OR SPECTATORS.** Penalties for individuals who are in violation of Ordinance 49.2.6 (Consumption of Alcoholic Beverages) and Ordinance 10-15, Section 5-141 (Use of Tobacco products), in the Adult Sports Program will be given a 'team' warning. If a second violation is reported, the team will be removed from the league immediately. Penalties for these violations are non-protestable.
- I. Ensuring proper conduct of his/her team members and spectators.
- J. Ensuring that no food or drinks (aside from water) are brought into the gym by their team members or any spectators associated with their team.
- K. Ensuring that there is no smoking on the City park and/or school grounds by their team members or any spectators associated with their team.

#### **4. EQUIPMENT AND UNIFORMS**

- A. Players on the same team **MUST** have matching uniforms with numbers on the back (numbers on the front are optional). Any player who is not in a team uniform will receive a technical foul. Technical fouls received due to uniform violations will not count as a team or personal foul AND will not be included in a team's technical foul totals. Game official(s) may require a team to wear COT issued pennies at the start of a specific game.
- B. Must have uniform by the 2<sup>nd</sup> game played.
- C. All jewelry must be removed prior to entering the game.

#### **5. GAME TIMES AND GRACE PERIOD**

- A. The Game time is determined by the Official Game Schedule.
- B. A team not having at least four (4) players present and ready to play at the scheduled starting time will be charged with a full game loss in the league standings.
- C. If a team has less than 4 players at the posted game time, a 10 minute grace period will be allowed. A forfeit will be declared after 10 minutes if team fails to have 4 players present and ready to play. The 'late' team will be assessed a three (3) point penalty to start the game.

#### **6. GAME CANCELLATIONS**

- A. If a referee or league official deems it necessary, a game may be cancelled due to ANY unsafe condition arising with the basketball court and/or equipment. Cancelled games will be rescheduled at the end of the regular season as deemed necessary by the Adult Sports Recreation Supervisor.
- B. If more than one week of schedule games are cancelled, they will be re-scheduled in the order that they occurred.
- C. The original schedule should be followed to the end of the regular season's games unless otherwise specified by the League Director.

#### **7. GAME SCHEDULE AND RESULTS**

- Game schedules, results, rules and forms will be posted and available for printing on the City of Torrance Official web site  
**www.TorranceCA.gov**
- Updated standings will also be posted in the Sports Center lobby.

#### **8. ROSTERS**

- A. **Rosters MUST be turned in to a League Representative at the game site before the team's first game**
- B. Rosters must be complete with names, email, resident address and phone numbers for all players.
- C. The maximum number of players per team roster is unlimited, which includes playing managers and coaches. A player, whose name appears on the roster of more than one (1) team in a given league, shall be eligible only on the first team he/she played for in any such league. A player must play one game in the first five games to be eligible to play in the remaining league games and playoffs.

#### **9. ADDING PLAYERS**

- A. Managers can add and/or make changes to their official roster until the start of the 5<sup>th</sup> game. *Players must sign the Roster Form before playing/participating in any game.*
- B. Managers may submit roster additions following the 5<sup>th</sup> game, in the following manners:
  - **Fax (310) 782-3651**
  - **Email [adulthoodbasketball@torranceca.gov](mailto:adulthoodbasketball@torranceca.gov)**
- C. In writing, delivered in person to the Dee Hardison Sports Center (2400 Jefferson Street) at Wilson Park and have staff time date-stamp the document in and the staff member sign it.

- D. Roster additions made after the 5<sup>th</sup> game of the season must be approved by the City of Torrance and are based solely on replacing a dropped player from the team's official roster. **No player additions will be permitted after the 7<sup>th</sup> game of the season for any reason.**

## **10. ILLEGAL PLAYER (S)**

Any team found using an illegal player (a player who has not completely filled out and signed the Roster form or has not played in one of the first 5 games of the season) will be penalized in the following manner:

- A. **First Offense:**
- One game suspension for the Manager of record of the offending team REGARDLESS if he/she was at the game or not AND one game suspension for the illegally rostered player.
  - Forfeiture of the game.
- B. **Second Offense:**
- Manager of the offending team is suspended for the remainder of the season.
  - Forfeiture of the game.
- C. **Third Offense:**
- Offending team is suspended from registering for participation in the following season.
  - Forfeiture of the game.

## **11. PLAYER SUSPENSIONS**

- A. Two (2) technical fouls on a player in a single game is cause for ejection; that player must leave the gymnasium immediately.
- B. **One Game Suspension** – Any player, coach or manager ejected from a league or playoff game for any reason, will automatically be suspended from participating in the next game for his/her team. The incident will also be reviewed by the Torrance Protest/Disciplinary Committee to determine if a longer suspension is warranted.
- C. **Two Game Suspension** – Any player, coach or manager ejected from a league or playoff game for verbally threatening any other player, referee, spectator or staff will automatically be suspended from participating in the next two games for his/her team. The incident will also be reviewed by the City of Torrance Adult Sports Protest/Disciplinary Committee to determine if a longer suspension is warranted.
- D. No Player, Coach or Manager Shall: Be guilty of a physical attack as an aggressor upon any player, official or spectator.
- Penalty** – Immediate suspension from further participation in league games until status and extent of disciplinary action is determined by City of Torrance Adult Sports Protest/Disciplinary Committee.
- E. **Ejections** – Any player ejected from two games in the same season (from any league) will be suspended for the remainder of the season. The two (2) ejections do not have to be from the same league.
- F. **Disciplinary Actions** – Any player receiving a technical foul must sit out the next four (4) minutes of play; penalty time does not start until player is off the court. The offending player may only re-enter the game following a dead ball or time out. The offending player may be substituted for, except, a team with only 5 players must play with four players during the 4 minute penalty phase.
- G. **Disciplinary Actions** – Any player who receives 5 technical fouls for the season as a result of unsportsmanlike conduct will be suspended from all Torrance Adult Sports Leagues for the remainder of that season following review by the City of Torrance Adult Sports Protest/Disciplinary Committee. IF the player is currently on multiple rosters, the technical fouls from each team on that player are accumulated for a total.
- H. Any team that receives a total of 6 player disciplinary technical fouls as a result of unsportsmanlike conduct will be suspended from participation for the remainder of that season following a review by the City of Torrance Adult Sports Protest/Disciplinary Committee.

**NOTE:** Technical Fouls relating to uniform violations or delay of game will not be considered disciplinary technical fouls.

- I. **Disciplinary Actions** – Players ejected from a game must leave the facility immediately. The player is expected to collect his/her personal belongings and leave the gym within a time frame determined by the game officials.
- J. All players serving suspensions must notify the managers of any/all teams they play on, that they are ineligible for the period of time set forth by the League.
- K. Any suspended player found not serving their suspension on all League nights will be subject to further disciplinary action.
- L. Suspended players may not be present in the gymnasium during their team's scheduled game(s) during his/her suspension.

## **12. REFEREES**

- A. Referees have jurisdiction BEFORE, DURING and AFTER all games.
- B. Two referees will be assigned to every scheduled game.
- C. Referee payment is a part of the team registration fee – no fees are required to be collected at game time.
- D. If an assigned referee fails to appear for any scheduled game, the game will be played with one referee until the game is completed or until the assigned or a replacement referee arrives.

- E. If both assigned referees fail to appear or they arrive late without enough time to complete the game, the game will be rescheduled.

### **13. FORFEITS**

- A. DOUBLE FORFEIT – If a double forfeit occurs, both teams will receive a full game loss in the team standings.  
B. Any team forfeiting two (2) games during the season will be considered to have disbanded, and will forfeit all remaining league games with no refund of league fees.

### **14. PLAYOFFS**

- A. Play-off formats vary depending on the number of teams participating in each League and can be found on the “Official” League schedule. The League Director reserves the right to change any element of the originally scheduled play off format if necessary.  
B. In cases where teams are tied at the end of the regular season, the following criteria will be used to break the tie(s) (in order):
- |                                       |   |
|---------------------------------------|---|
| i. Number of Forfeits                 | iii. Point differential (points scored minus points allowed) of tied teams (Head-to-head games) |
| ii. Head-to-Head record of tied teams | iv. Coin flip   |
- C. To be eligible for play-off participation, all players must have played in at least one of the first 5 league games. Managers must turn in a game line up for all games (including forfeits), for players to receive credit for games played for play-off purposes.

### **15. TORRANCE RULES**

- A. Players are allowed six (6) personal fouls.  
B. Players along the free throw line may enter the lane space upon release of the ball by the free throw shooter.  
C. There will be two (2) twenty-minute halves of running time, except as follows:  
➤ The last 10 seconds of the first half will be regulation time (STOP-clock on any dead-ball situation).  
➤ The last two (2) minutes of the second half, if there is a 10 point or less difference, regulation time will be used (STOP-clock). If the difference is 11 points or more, the clock will be running time.
- D. **Time Outs**  
➤ There will be a two (2) minute rest period at half time.  
➤ Time outs are one (1) minute and limited to two per half.  
➤ Time outs may not be carried over.  
➤ There will be one (1) twenty-second time out per team per overtime period.
- E. **Overtime Periods**  
➤ **FIRST OVERTIME** - If teams are tied after regulation time, two (2) minute (stop clock) overtime period will be played.  
➤ **SECOND OVERTIME** – If the game is tied after the first overtime, two (2) minute (stop clock) overtime period will be played.  
➤ **THIRD OVERTIME** - If the game is tied after the second overtime, additional one (1) minute (running time) ‘sudden death’ overtime period will be played. The first team to score a point will be declared the winner. If the game remains tied after the one (1) minute period, the game will be declared a TIE.  
➤ All overtime periods will begin with a jump ball. One twenty-second time out per team per overtime will be allowed.  
➤ Any foul deemed unsportsmanlike will be an immediate ejection and automatic one game suspension (future penalties will follow if necessary).
- F. **SHOT-Clock**  
**All leagues follow these shot-clock rules unless otherwise specified.**  
➤ Shot-clocks are in operation during game-play:  
• Entire game, for all leagues (new as of Summer 2012 season)  
• All overtime periods  
➤ 35-second shot-clock  
➤ Standard shot-clock rules apply when shot-clock is in operation  
➤ Rules and interpretations of shot-clock play may NOT be protested DURING GAMEPLAY. If an incident arises, please speak with or email a League Supervisor after game is completed.

## **LEAGUE DIRECTOR RESPONSIBILITIES**

The League Director has overall responsibility to review all issues and rule interpretations that are not clearly stated in the rules stated above. Final determination of all actions of the League Director may be reviewed by the City of Torrance Adult Sports Protest/Disciplinary Committee.